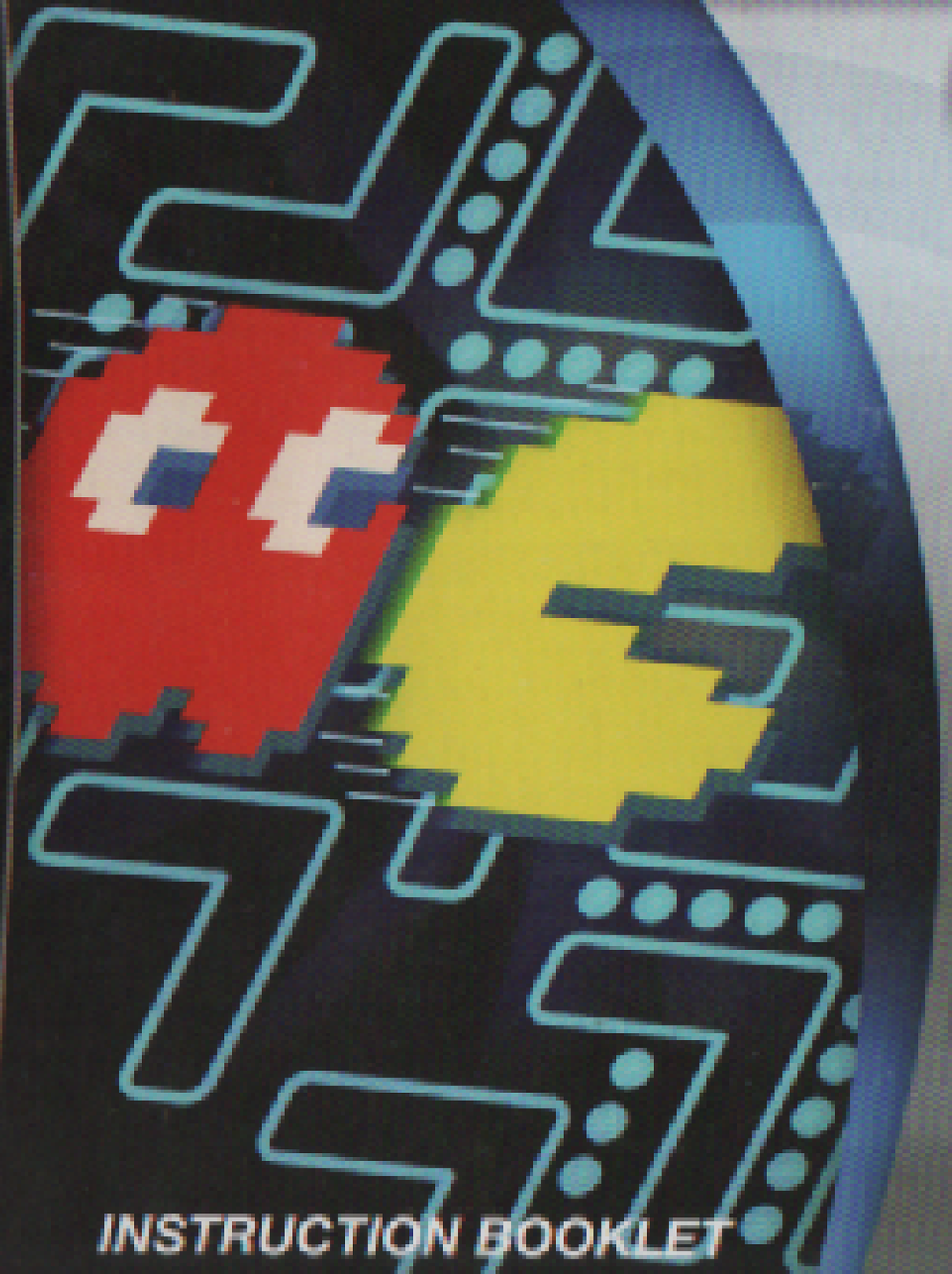
NTR-YNME-USA

# NAMCO MUSEUM™ DS



PAC-MAN

Galaga

Dig Dug II

XEVIOUS

BOSCONIAN

MAPPY

GALAGA

PAC-MAN VS.

NINTENDO DS™

BANDAI NAMCO Games

INSTRUCTION BOOKLET

***PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.***

***IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.***

## ⚠WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

| | | |
|---|---|---|
| **Convulsions** | **Eye or muscle twitching** | **Loss of awareness** |
| **Altered vision** | **Involuntary movements** | **Disorientation** |

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

## ⚠WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

## ⚠WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

## ⚠WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

## Important Legal Information

REV-E

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

*The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.*

Official Nintendo Seal

Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.

1-4 Wireless DS Single-Card Download Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES DOWNLOADED FROM ONE GAME CARD.

2-4 Wireless DS Multi-Card Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

## ⚠ CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

EVERYONE E CONTENT RATED BY ESRB

LICENSED BY Nintendo

BANDAI NAMCO Games

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# NAMCO MUSEUM™ DS

## TABLE OF CONTENTS

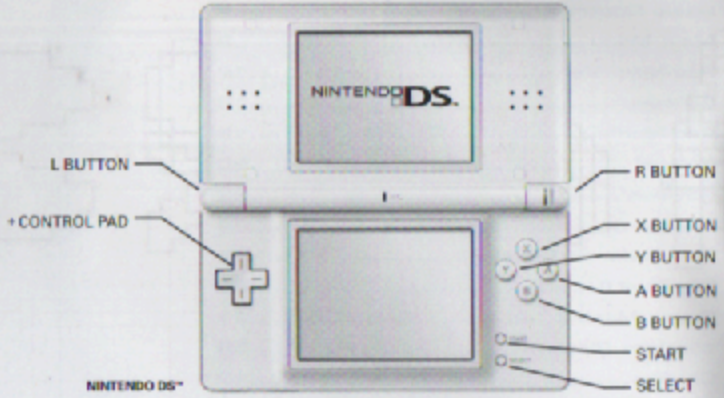
Controls ..... 4
Starting the Game ..... 6
Basic Controls ..... 7
Main Menu ..... 8
Pac-Man® Vs. ..... 12
Galaxian® ..... 16
Pac-Man® ..... 18
Galaga® ..... 20
Xevious® ..... 22
Mappy® ..... 24
The Tower of Druaga® ..... 26
Dig Dug® II ..... 28
Pause Menu ..... 31
Wireless Play ..... 36
Credits ..... 40
Warranty ..... 41

# CONTROLS

This section explains how to use your Nintendo DS™.

## NINTENDO DS™

The names of each component of the Nintendo DS are explained below.






## BASIC TOUCH SCREEN OPERATION

Use the stylus or wrist strap using the following basic movements:

### TOUCHING WITH THE STYLUS

"Touching" refers to the action of lightly touching the Touch Screen with the stylus or other appropriate instrument.

### SLIDING WITH THE STYLUS

"Sliding" refers to the action of gently holding the stylus or other appropriate instrument against the Touch Screen, and moving the instrument across the screen.

### TAKING CARE OF THE TOUCH SCREEN

- Touch the Touch Screen with a compatible stylus, wrist strap, or other instrument specified in the game.
- Do not use the stylus or any other instrument that has been damaged.
- Do not rub or press the Touch Screen with excessive force.
- Do not rub or scrape the upper screen with the stylus or any other instrument.

# STARTING THE GAME

## STARTING THE GAME

While your Nintendo DS™ is still turned off, insert your Namco Museum™ DS Game Card into your Nintendo DS™ until it clicks.

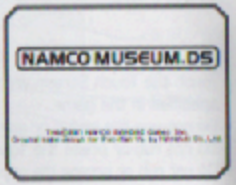
1. Turn on the power, and the screen on the right will be displayed. After you've understood all of it, touch the Touch Screen to continue.

2. On the Nintendo DS™ Menu Screen, touch the panel that says "Namco Museum DS."

   NOTE: If your Nintendo DS™ system's start-up mode is set to Auto Mode, step #2 will be unnecessary. Please see your Nintendo DS™ System Instruction Booklet for more information.

3. Once the Title Screen is displayed, press START or touch the Touch Screen to go to the Menu Screen.

   NOTE: In this manual, **RED** denotes the Upper Screen and **BLUE** denotes the Lower Screen.






# BASIC CONTROLS

## BASIC CONTROLS

This game is played primarily by using the buttons. Please see the individual game sections of this manual for details on how to play each game. You can use the stylus to select menu items or confirm selections.

| | |
|---|---|
| **L Button, R Button** | Cycle through tabs in the Pause Menu |
| **+Control Pad** | Select menu items |
| **B Button** | Cancel menu |
| **SELECT** | Add credits |
| **START** | Start game |
| **A Button** | Confirm menu selection |

NOTE: You can close your Nintendo DS™ while playing (except in Pac-Man Vs.) to enter Sleep Mode and reduce battery consumption. Open your Nintendo DS™ again to quit Sleep Mode and resume play.

# MAIN MENU

## MAIN MENU SCREEN

**Four menu items will be displayed. Select the items using the +Control Pad or the stylus.**

### PAC-MAN® VS.

Play "Pac-Man Vs." Compete against friends with each player playing as Pac-Man or one of the ghosts.

### DEMO

Send a demo version of any of the Arcade classics. To use the Nintendo DS™ Wireless Communication, please read page 36 to set up for download play. The data will be sent once a game is selected.

Note: The Demo will be erased once the power is turned off.

### ARCADE

There are seven classics to play. When a game is selected, you will be taken to the Credits screen. Enter your credits with SELECT or START, and press START to begin the game. If you press SELECT twice or more times and the R Button + START, you'll be able to take turns and play with a friend.

Try to beat the high scores by selecting "Score Attack". Check the list (page 11) for High Scores to beat.

### SAVING

High Scores are saved automatically. If you want to initialize your save data, hold down: A Button + B Button + X Button + Y Button + L Button + R Button on bootup of the game.

# MAIN MENU CONTINUED...

## LIBRARY

Touch a selection to listen to game tracks or look at flyers, high scores, or staff credits.

### Music Box

Listen to soundtracks or sound effects. Press SELECT to switch between: **ALL (all tracks)/BGM (soundtracks)/SE (sound effects)**

→LIST
Save your favorite tracks with the Play List editor. Select your track, press the X Button to save and the Y Button to erase it. Play all of your selected tracks with "Play List".

→TYPE OF TRACK

→TRACK NAME

→SKIP

→SHUFFLE
Shuffles and plays all tracks in random order.

→STOP

→PLAY

→REPEAT
Plays and repeats all tracks in order.



### Library

View various game references. Read about the game's history in "Game Description" and view flyers or instruction cards from the era in "Gallery".

### High Scores

View the list of scores from "Score Attack".

### Credits

View the staff credits.

# PAC-MAN® VS.

**Compete against other players, with each player playing as Pac-Man or one of the ghosts. If you are playing as Pac-Man, eat the Pac-Dots while avoiding the ghosts; if you are one of the ghosts, try to catch Pac-Man.**

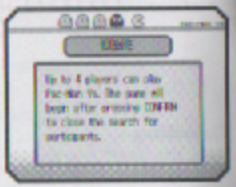
## STARTING THE GAME

"Pac-Man Vs." is not a single player game.
**2 to 4 players can play this game.**

### STARTING A GAME

Each player will need one Nintendo DS™ system and at least one Namco Museum™ DS Game Card.

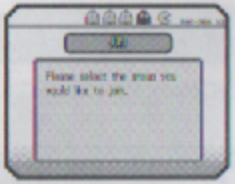
**Create (host system)**
Select "Create" to host a game and search for other participants. Once you have created your group, select "CONFIRM" to download the game and proceed to the Rules screen.







**Join (client system)**
If you select "Join" and are using a Namco Museum™ DS card, you become a part of the group and are a child system. If you do not have a Namco Museum™ DS card, you will be able to participate by downloading the data through Nintendo DS™ Download Play.



### RULE SETTINGS

1. **Stage** — The stage that receives the most votes is selected. In the event of a tie, the stage is randomly selected.
2. **Target score** — Select the target score (7,000, 10,000, or 15,000).
3. **Pac-Man** — Choose the player to play Pac-Man first by roulette.
4. **Start game** — Start the game.

# PAC-MAN® VS. CONTINUED...

## CONTROLS

**+Control Pad** .....Move character

## HOW TO PLAY

One player will play as Pac-Man while the other players play as ghosts. The first player to reach the target score first wins.

### PLAYING AS PAC-MAN

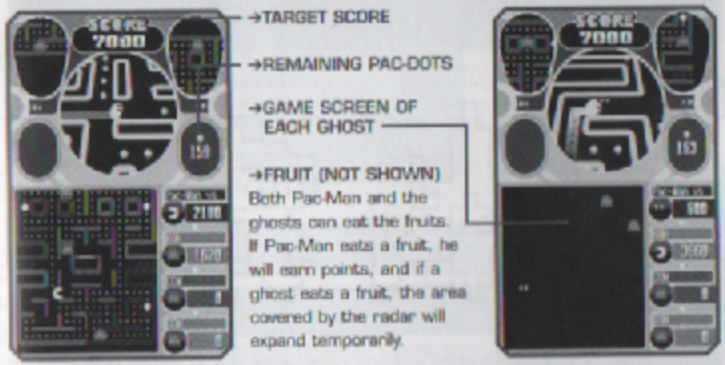
Earn points by eating the Pac-Dots while avoiding ghosts. Eating all of the Pac-Dots will yield 1600 points.

### PLAYING AS A GHOST

Chase after and catch Pac-Man. Since you can only see the areas around you on screen, you will need to team up with other players to corner Pac-Man. If you catch Pac-Man, you will take away 1600 points from his score and switch roles as Pac-Man.



## GAME SCREEN


SCORE
7000
→TARGET SCORE
→REMAINING PAC-DOTS
→GAME SCREEN OF EACH GHOST
→FRUIT (NOT SHOWN)
Both Pac-Man and the ghosts can eat the fruits. If Pac-Man eats a fruit, he will earn points, and if a ghost eats a fruit, the area covered by the radar will expand temporarily.

## POWER PELLETS

If you are playing as Pac-Man, eat the Power Pellets when you are in trouble. The ghosts will turn blue, and for a short time Pac-Man will be able to eat them.

# GALAXIAN®

**This is a shooting game, where you control the Fighter and destroy all enemy aliens while dodging their missiles and diving attacks.**

## CONTROLS

**+Control Pad** ..... Move Fighter (player's ship)

**A Button** ..... Fire missiles

**Touch Lower Screen (L Button + START)** ..... Display Pause Menu

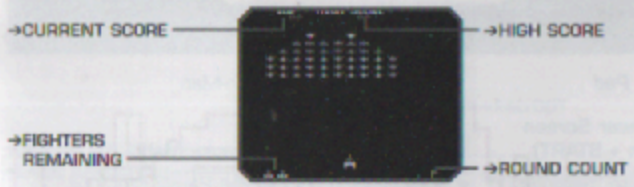
Note: Go to "Settings (1)" → "BUTTON CONFIG" in the Pause Menu to change button assignments.

## HOW TO PLAY

Move the Fighter (player's ship) left and right using the +Control Pad and shoot down the alien squadron (enemy) with missiles. Clear the round by destroying all enemies. You will lose one Fighter if you are hit by the enemy or its missiles, and once you lose all your ships, the game is over.



## GAME SCREEN




## AIM FOR A HIGH SCORE!

You will earn more points by shooting down enemies in flight. Try to go after the flying enemies rather than stationary ones in order to obtain a high score.

# PAC-MAN®

**Control Pac-Man and eat up all the Pac-Dots on screen while avoiding ghosts.**

## CONTROLS

**+Control Pad** ..... Move Pac-Man

**Touch Lower Screen**
**(L Button + START)** ..... Display Pause Menu

Note: Go to "Settings (1)" ➡ "BUTTON CONFIG" in the Pause Menu to switch controls between +Control Pad and A Button, B Button, X Button and Y Button.

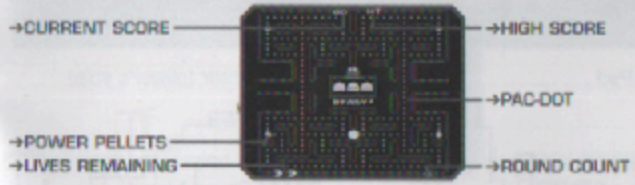
## HOW TO PLAY

Move Pac-Man to avoid the ghosts and eat the Pac-Dots on the screen. Once you eat all the Pac-Dots, you can advance to the next round.

You will lose one life if you are caught by the ghosts, and once you lose all lives, the game is over.



## GAME SCREEN




## EAT POWER PELLETS TO FIGHT BACK!

If the ghosts are about to catch up to you, eat a Power Pellet. The ghosts will turn blue, and for a short time Pac-Man will be able to eat them. Eat multiple ghosts in a row for a higher score.

Eat a Power Pellet

Eat multiple ghosts for a higher score

# GALAGA®

**This is a shooting game, where you control your Fighter and destroy the Galaga squadron while dodging their attacks.**

## CONTROLS

**+Control Pad** ..... Move Fighter (player's ship)

**A Button** ..... Fire missiles

**Touch Lower Screen (L Button + START)** ..... Display Pause Menu

Note: Go to "Settings (1)" ➡ "BUTTON CONFIG" in the Pause Menu to change button assignments.

## HOW TO PLAY

Move the Fighter (player's ship) left and right using the +Control Pad and shoot down the Galaga squadron (enemy) with missiles. Clear the stage by destroying all enemies. You will lose one Fighter if you are hit by the enemy or its missiles, and once you lose all your ships, the game is over.



## GAME SCREEN

### POWER UP WITH A DUAL FIGHTER!

Occasionally, your Fighter will be captured by the enemy's tractor beam. If you destroy the enemy that has captured your Fighter in mid-flight, the freed ship will join together with your current ship to form a Dual Fighter.
BEWARE: If you destroy the enemy that has captured your ship while it is still in formation, the captured ship will become the enemy and attack you.

### CHALLENGING STAGES

Clearing certain stages will allow you to play a Challenging Stage where you gain additional points for shooting down groups of enemies. Also, if you turn on the "Game Navigation" through the Pause Menu, the enemies' flight patterns will be displayed on the lower screen. Stay one step ahead of the enemy to go for the perfect score.

# XEVIOUS®

Fly the Solvalou through various stages while fighting the Xevious army. Maneuver around enemy attacks from the air and ground to destroy the enemy.

## CONTROLS

| | |
|---|---|
| **+Control Pad** | Move Solvalou (player's ship) |
| **A Button** | Fire Zapper Missiles |
| **B Button** | Fire Blaster Bombs |
| **Y Button** | Rapid-Fire Blaster Bombs |
| **Touch Lower Screen (L Button + START)** | Display Pause Menu |

Note: Go to "Settings (1)" ➡ "BUTTON CONFIG" in the Pause Menu to change button assignments.

## HOW TO PLAY

Move the Solvalou (player's ship) using the +Control Pad and destroy the enemy. Use the zapper missiles to destroy flying enemies and the blaster bombs for ground enemies. You will lose one Solvalou if you are hit by the enemy or its missiles, and once you lose all your ships, the game is over.



## GAME SCREEN

## FIND THE SOL CITADELS!

Turn on the "Game Navigation" through the Pause Menu to display a radar on the Lower Screen. Sol Citadels are hidden items that appear when you bomb certain areas on the ground with your Blaster. You will earn 2,000 points for making the Sol Citadel appear, and another 2,000 points for destroying it.

Bomb certain areas with your blaster...

...to uncover the Sol Citadel.

# MAPPY®

**Play as Mappy the police mouse to collect items that were stolen by Goro and his gang. Use the trampolines and doors around the stage to collect all the items.**

## CONTROLS

**+Control Pad** ..... Move Mappy

**A Button** ..... Open/close doors

**Touch Lower Screen (L Button + START)** ..... Display Pause Menu

Note: Go to "Settings (1)" ➡ "BUTTON CONFIG" in the Pause Menu to change button assignments.

## HOW TO PLAY

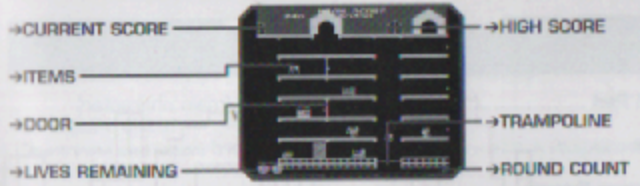
Control Mappy using the +Control Pad and collect the stolen items while avoiding capture by Goro and his Meowky gang (enemy). Collect all items on stage to clear that round. You will lose one life if you are caught by the enemy or fall off the floors, and once you lose all your lives, the game is over.

Note: You can come in contact with the enemy while jumping or falling without being caught.





## GAME SCREEN




## USE THE TRAMPOLINES WISELY!

Use the trampoline to move to another floor. Press left or right on the +Control Pad while jumping up to land on the floor. Note that if you use the trampoline too much, it will break.

## DOORS AND POWER DOORS

Go near a door and press the A Button to open and close it. If you time it correctly, you can also knock out the enemy with the door so use it to your advantage. When you open a Power Door, an impact wave will knock the enemies out of the mansion.

# THE TOWER OF DRUAGA®

Play as Gil and traverse through 60 floors of the tower to rescue his fair maiden. Use the items found in the treasure chests to destroy your enemies.

## CONTROLS

+Control Pad ..... Move Gil (main character)

A Button ..... Use sword (hold to keep sword drawn)

Touch Lower Screen
(L Button + START) ..... Display Pause Menu

Note: Go to "Settings [1]" ⇒ "BUTTON CONFIG" in the Pause Menu to change button assignments.

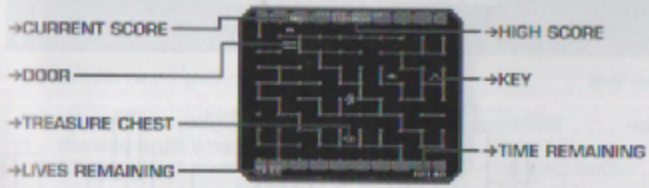
## HOW TO PLAY

Control Gil using the +Control Pad and move through the tower. Find and obtain a key from each floor, and use it to open the door to the next floor. You will lose one life if you are hit by an enemy attack or you run out of time, and once you lose all your lives, the game is over.





## GAME SCREEN




## TREASURE CHEST

One treasure chest is hidden on each floor. It contains valuable items, and in order to reveal it you must fulfill certain conditions. Turn on Game Navigation and follow the hints that appear on the Lower Screen to make sure you obtain all of them.

## CONTINUE GAME

After the game is over, at the Add Credit screen, press SELECT to add credit, then hold down the A Button and press START. Select the floor number with the +Control Pad and confirm with the A Button to start the game again from that floor.

# DIG DUG® II

Use your Pump and Drill to rid the island of monsters. You can sink parts of the island into the ocean to take down the monsters at once.

## CONTROLS

**+Control Pad** ..... Move Dig Dug (main character)

**A Button** ..... Fire Harpoon, use Pump (when enemy is harpooned)

**B Button** ..... Use Drill

**Touch Lower Screen (L Button + START)** ..... Display Pause Menu

Note: Go to "Settings (1)" ⇒ "BUTTON CONFIG" in the Pause Menu to change button assignments.

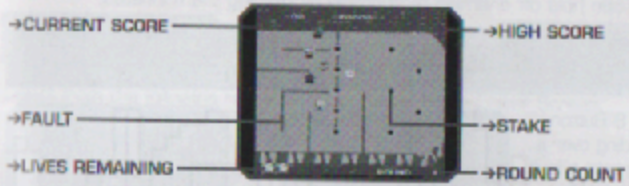
## HOW TO PLAY

Move Dig Dug (main character) using the +Control Pad. Use the Harpoon and Pump to inflate enemies until they burst, or use the Drill to break off and sink parts of the island along with the monsters. Destroy all enemies to move to the next round. You will lose one life if you are hit by the enemy or its attacks, or if you fall into the ocean. Once you lose all your lives, the game is over.



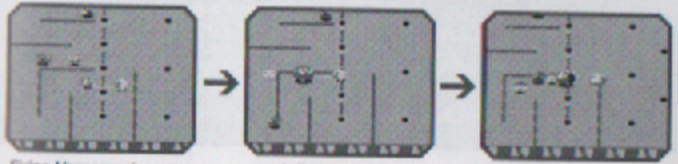


## GAME SCREEN




## PUMP ATTACK

Press the A Button to fire the Harpoon at the enemy. Once the Harpoon hits, press the A Button to inflate the enemy. Keep inflating the enemy until it bursts.



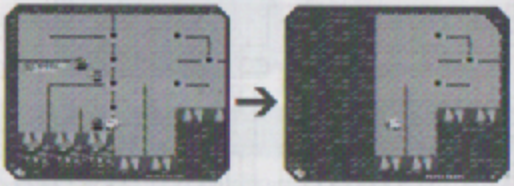
Firing Harpoon at enemy — Inflating enemy — Enemy bursting

### INFLATED ENEMIES ARE HARMLESS

If you come in contact with an enemy that has been inflated, you will not lose a life. You can hold off enemies temporarily by keeping them inflated.

## USING THE DRILL

Press the B Button while standing over a stake to create a fault on the island. When the faults connect, parts of the island will split, and the smaller portion will sink into the ocean.



### SCORE MORE POINTS BY TAKING OUT MULTIPLE ENEMIES AT ONCE

If the monsters are gathered in an area with many faults, use the Drill to connect the faults and split the island. If you manage to sink multiple enemies into the ocean at once, you will earn more points.

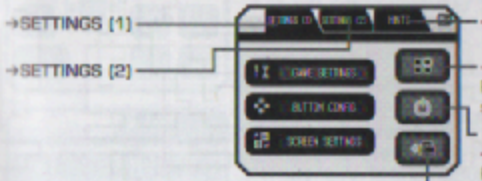




**During gameplay, touch the Touch Screen or press the L Button and START together to display the Pause Menu. Here you can change various settings for each game.**

## PAUSE MENU SCREEN

Select from the following menu items displayed in the Lower Screen.



## CHANGE VARIOUS SETTINGS

Change the Screen Settings or Button Configuration settings.

### SCREEN SETTINGS

Here you can change the screen orientation or aspect ratio. Select the display you want, and once you finish select "Go Back" to return to the Pause Menu.

### BUTTON CONFIGURATION

Here the controls for each game are displayed, and you can select each button and change its settings. You can also add a rapid-fire capability to each button.

### SETTINGS (1)

Change the number of lives and the bonus points (the amount of points needed to earn a life).



### SETTINGS (2)

By changing the DIP Switch settings and/or turning classic game glitches on/off, you'll be able to enjoy more of the classic arcade experience.

### HARDCORE OPTIONS

Change the game versions or turn the classic game glitches on or off.

### DIP SWITCHES

Change the game settings by using the DIP Switch board. The details of each switch will be displayed on the Upper Screen when touched. To change the setting, simply slide the switch with your Stylus, or the A Button.

→SWITCH
Slide the switch to adjust the setting.

# PAUSE MENU CONTINUED...

## HINTS

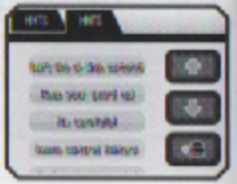
View controls, navigation, or hints for each game. Also, turn on "Game Navigation" to show the hints on the Lower Screen.

### HOW TO PLAY

See basic instructions on how to play the game.

### HINTS

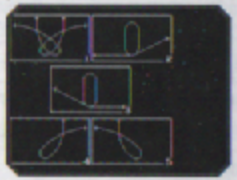
Shows you hints and tips to guide you through the game.





### GAME NAVIGATION

Turn the game hints that are shown on the Lower Screen on or off. This feature can be turned on during "Xevious", "Galaga", and "Tower of Druaga". Area Maps that show Sols and Special Flags will be displayed for Xevious, while in Galaga, you will be able to see the flight map of the enemies in the Challenging Stages. In Tower of Druaga, you will be able to see the conditions that need to be met in order to find the treasure chests.



GALAGA'S GAME NAVIGATION SCREEN

TOWER OF DRUAGA'S GAME NAVIGATION SCREEN

XEVIOUS' GAME NAVIGATION SCREEN

# WIRELESS PLAY

## NINTENDO DS™ WIRELESS COMMUNICATIONS (DOWNLOAD PLAY)

Things you need:

- Nintendo DS™/Nintendo DS™ Lite – 2 systems
- **Namco Museum™ DS** Game Card – 1 Game Card

### Instructions (Host)

1. Confirm that your Nintendo DS™ is turned off, and insert the **Namco Museum™ DS** Game Card.
2. Turn on the power, and proceed to the Menu Screen.
3. Touch the **Namco Museum™ DS** panel.
4. Please refer to Pages 8 and 12 for further instructions.

### Instructions (Client)

1. Turn on your Nintendo DS™, and proceed to the Nintendo DS™ Menu Screen.
2. Touch the Nintendo DS™ Download Play panel to go to the Game List Screen.
3. Touch **Namco Museum™ DS** to go to the Download Confirmation Screen.
4. Touch "Yes" or press the A Button, and the game will begin downloading from the Host system.
5. Please refer to Pages 8 and 13 for further instructions.



## HOW TO SET UP NINTENDO DS™ WIRELESS COMMUNICATION (WIRELESS PLAY)

Things you need:

- Nintendo DS™/Nintendo DS™ Lite – one for each player (4 systems maximum)
- **Namco Museum™ DS** Game Card – at least one (4 cards maximum)

### Instructions

1. Confirm that each Nintendo DS™ is turned OFF, and insert the **Namco Museum™ DS** Game Card(s).
2. Turn on the power, and proceed to the Menu Screen.
3. Touch the **Namco Museum™ DS** panel.
4. Please refer to Page 12 for further instructions.

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